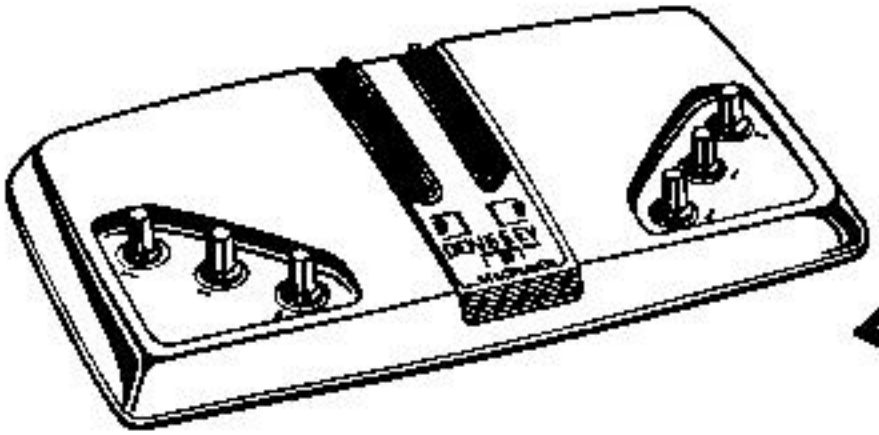
ODYSSEY® 400
INSTALLATION AND GAME RULES



ODYSSEY by Magnavox . . .
Works on any brand . . . any size TV . . . color or black & white

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ODYSSEY 400

INTRODUCTION

ODYSSEY 400 literally turns your TV screen into a challenging electronic playground, and it attaches to any size or brand . . . black and white or color.

ODYSSEY 400 features games of Hockey, Tennis, and Smash, and as a test of your skill incorporates variable "ball" (English) and speed controls.

AUTOMATIC FEATURES

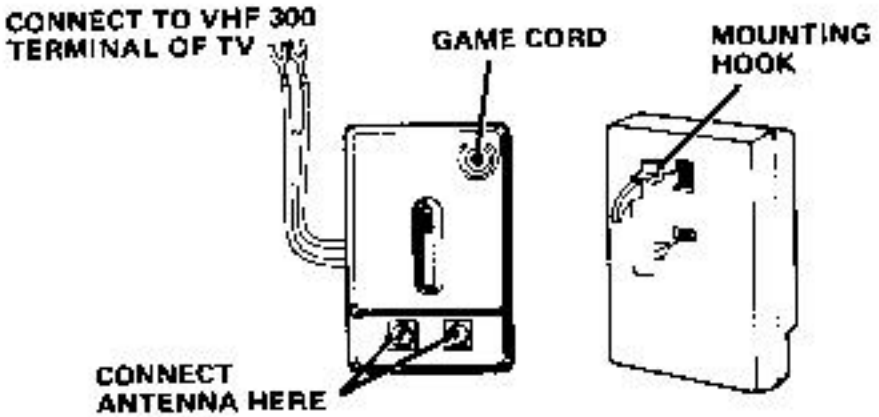
Each time the "ball" leaves the playing area the AUTOMATIC SCORING will award a point to the appropriate "player" or "team".

The "ball" will be returned into play by the AUTOMATIC SERVE from the side that lost the point. After either player has scored 20 points the "ball" will continue to be served but the score will not increase and a "W" will be displayed on the winners side of the screen.

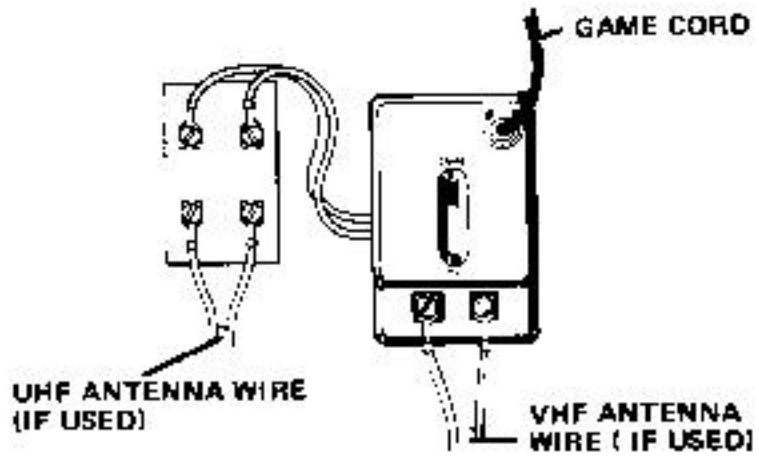
how to connect odyssey

ANTENNA-GAME SWITCH

The ANTENNA-GAME SWITCH is provided as a convenience to allow you to select either ODYSSEY or regular TV viewing, without having to disturb your antenna connections. After its initial installation, you merely move the slide switch to either GAME position for ODYSSEY . . . or to the TV position for television viewing.



A mounting hook is provided for conveniently "hanging" the ANTENNA-GAME SWITCH on the back of your television. After installing the hook, insert the end through one of the ventilating holes on the back of your television near the antenna connections. **(Note: Some TV's do not have ventilating holes convenient to the antenna terminals, therefore, the hook is not required).**



Locate the VHF antenna terminals on the back of your television. Disconnect the VHF antenna wire (if there is one), from your television and connect it to the ANTENNA-GAME SWITCH. Connect the lead from the ANTENNA-GAME SWITCH to the VHF-300 terminals of the television. The ANTENNA-GAME SWITCH is now permanently connected to your television. When changing from GAME to TV, make certain the slide switch is moved to the extreme position; do not leave it in the middle, as you will not have proper operation.

Additional ANTENNA-GAME SWITCHES may be purchased at your local ODYSSEY or Magnavox Dealer, so you may install one on each television in your home.

If your antenna cable is round with a screw-on type connector (75 ohm), you will need to purchase a 75 ohm to 300 ohm

Balun to permit connection of your TV antenna to the Odyssey Antenna-Game Switch. The 75 ohm to 300 ohm Balun's are readily available from your local Magnavox Dealer or any television service organization.

If you were using a 75 ohm round cable, your television will probably have a set of jumper plates or a switch which must be moved to select the VHF—300 terminals. Your television instruction book will be of help.

GAME CORD

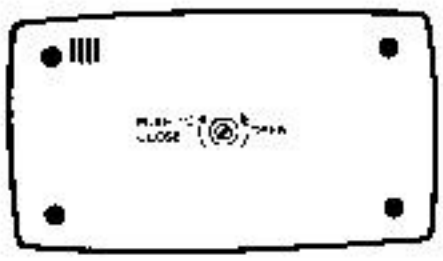
The GAME CORD on your ODYSSEY Master Control Center should now be plugged into the ANTENNA-GAME SWITCH socket marked GAME CORD. The GAME CORD should never be yanked from the Antenna Game Switch. Always grasp it by the plug end, not the cord.

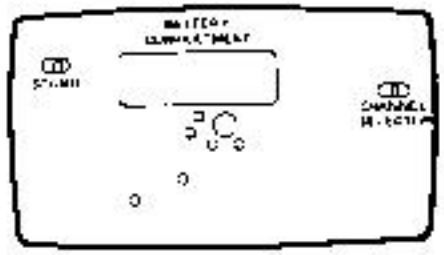
how to set up odyssey

BATTERY INSTALLATION

ODYSSEY is a completely safe product for all ages and members of your family to use since it is powered by 6 "C" Cell batteries or a 9 volt AC Adaptor which is available at your ODYSSEY or Magnavox dealer.

Place your ODYSSEY Master Control Center upside down and insert a coin, such as a quarter, in the coin screw located in the center of the bottom cabinet. Press down gently and turn the screw approximately one half turn to the left (counter-





clockwise). Take hold of both sides of the bottom cabinet and lift off.

Insert 6 "C" Cell size batteries into the Battery Compartment.

Be certain the batteries are installed in the direction indicated by the pictures in the battery compartment or you may damage the ODYSSEY electronics. For extended operation, we recommend the use of alkaline batteries.

If you seldom operate your ODYSSEY from batteries but use the AC Adaptor instead, remove the batteries from your ODYSSEY to prevent possible battery leakage damage. The AC Adaptor is plugged into the AC Adaptor socket located on the top back side of the Master Control Center.

CHANNEL SWITCH

The channel switch is located to the right of the battery compartment and is used to select either Channel 3 or 4 for operation of your ODYSSEY. This switch is normally set at the factory to the Channel 3 position. If a television station is operating on Channel 3 in your area, move the switch to the Channel 4 position. For future reference, indicate here the channel being used for ODYSSEY: _____

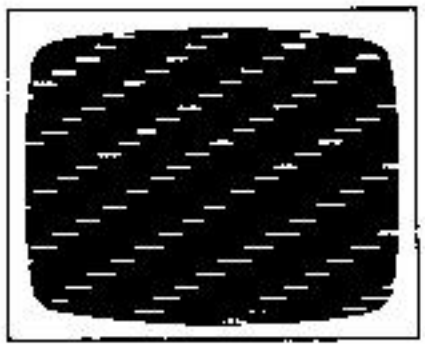
SOUND SWITCH

Your Odyssey is equipped with an electronic action sound feature. Each time the ball strikes a player or wall, you will hear an electronic BEEP. A sound switch is provided to the left of the Battery Compartment. Check to insure the switch is in the ON position. (If desired, you may deactivate the sound by merely moving the sound switch to the OFF position).

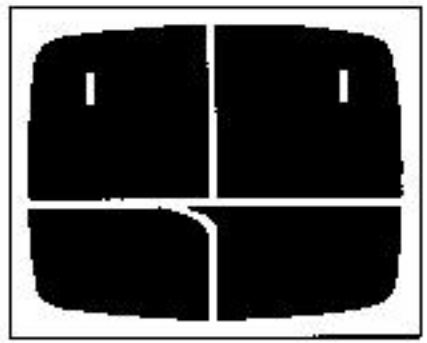
Leave the bottom cabinet off of the Master Control Center until all of the adjustments are made as described in the following copy.

adjusting your television

- Set the Antenna-Game Switch to the TV position and turn on your television. Select a known operating channel and adjust your television for normal picture viewing.
- Now, set the television to VHF Channel 3 or 4 and move the Antenna-Game Switch to the GAME position. Be certain to move the slide switch completely to the GAME position.
- Turn the ODYSSEY Master Control Center POWER Switch to the ON position. Move the GAME Select Switch to the center position (Tennis). You are now sending a signal to your television. You should see a white vertical line from top to bottom and possibly one or more small white rectangles. If the vertical line doesn't appear on the screen rotate the CENTER control.
- Adjust the VHF Fine Tuning on the television, if necessary, until the vertical line is straight and clear. Also adjust the Brightness and Contrast controls of your television, if necessary, to obtain a bright white line against a dark gray background.
- Vertical and Horizontal Controls — If you have a stable picture when the Antenna-Game Switch is in the TV position and you are receiving a local station, your Odyssey picture should also be stable when it is in the GAME position. If your Odyssey picture rolls or tears, the following adjustment to your Odyssey should be made:
  1. If your Odyssey picture rolls, insert a thin blade screwdriver in the hole marked "VERT FREQ". Turn the screwdriver until the picture stops rolling.
  2. If your Odyssey picture tears, insert a thin blade screwdriver in the hole marked "HORIZ FREQ". Turn the screwdriver until the picture is straight.

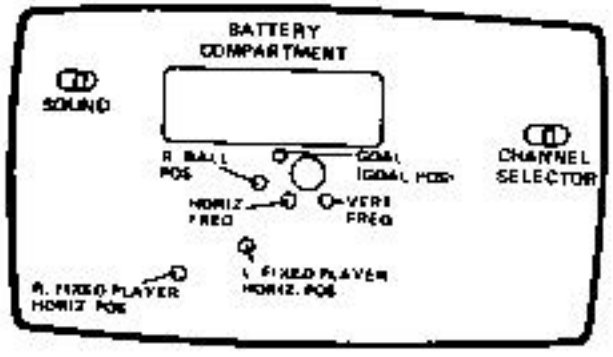


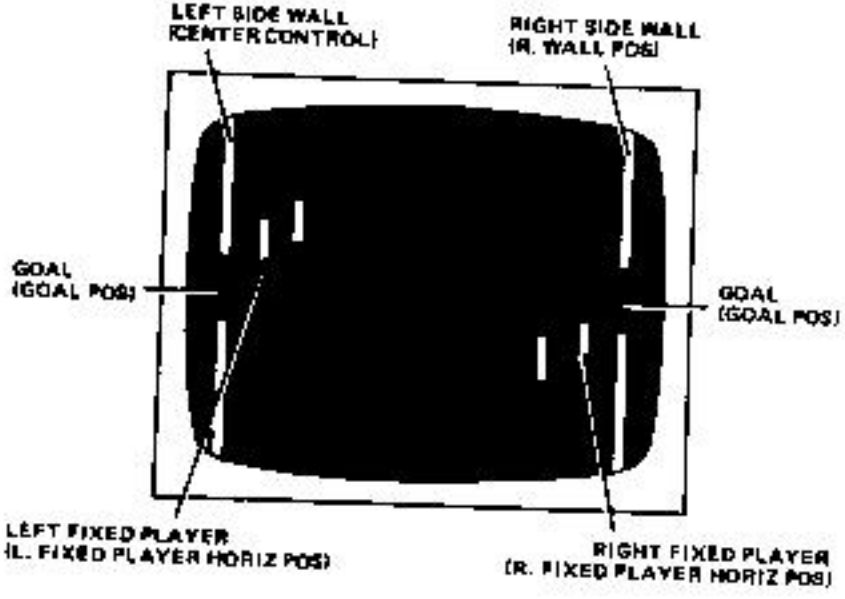
HORIZONTAL TEAR



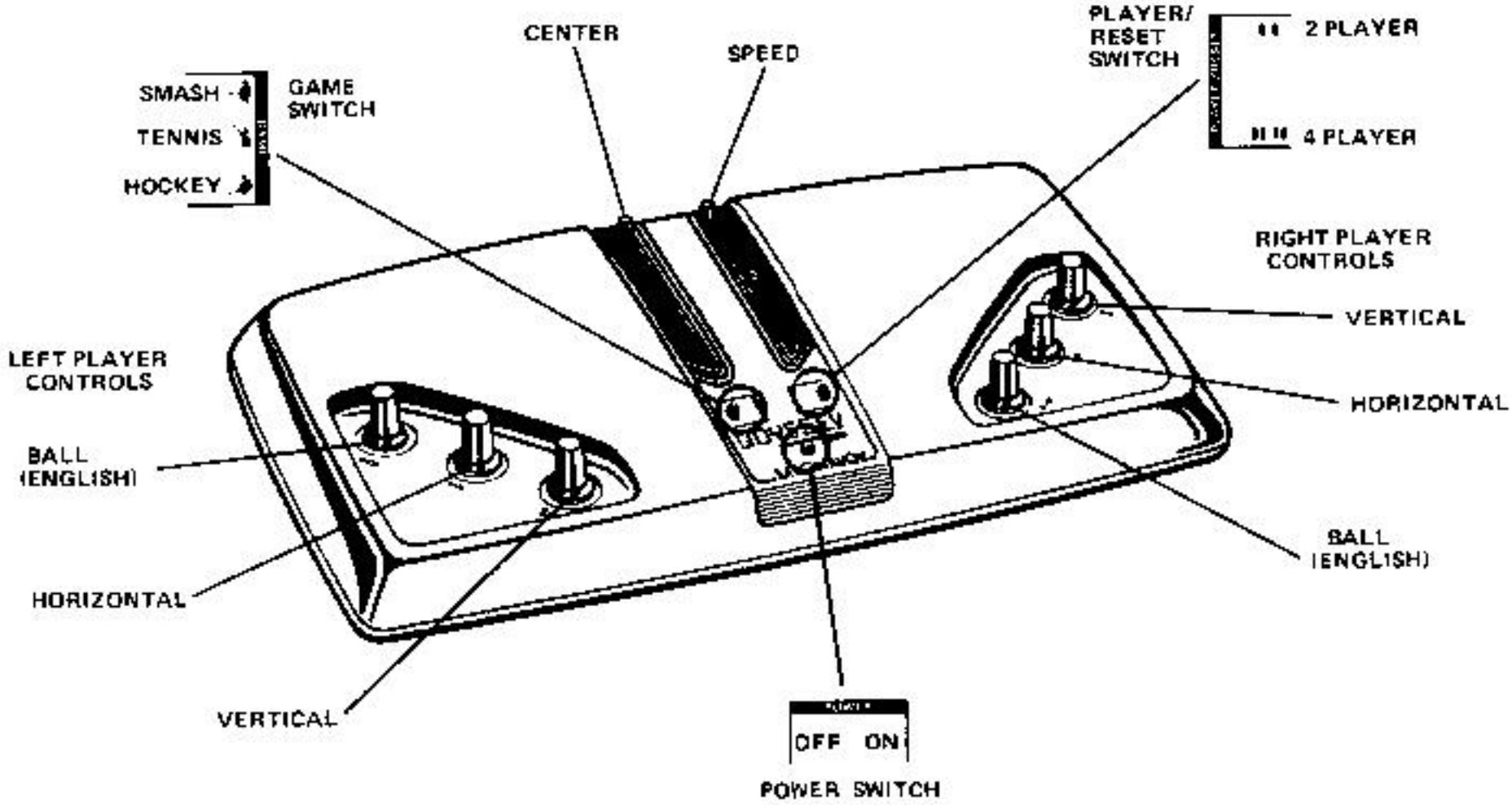
VERTICAL ROLL

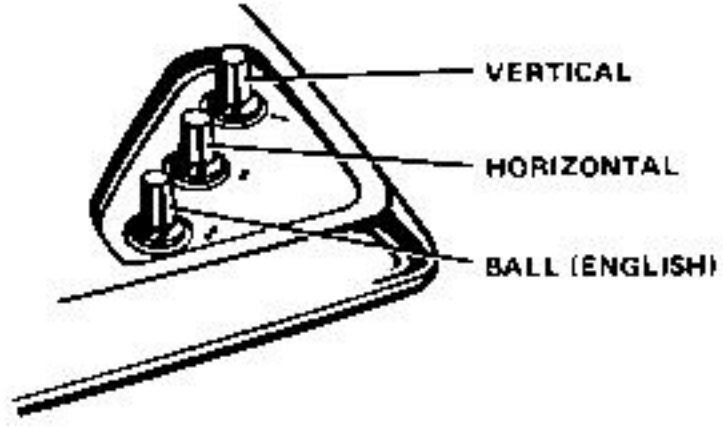
Because your Odyssey is designed to work on all brands of TV's (regardless of screen size) controls have been added so that you can customize your Odyssey to your TV. Set the GAME Select Switch to HOCKEY and the PLAYER Switch to 4. Use a thin blade screwdriver and adjust the Right Side Wall, Goal Opening position, and the Right and Left Fixed Players as follows:





1. Right Side Wall—Insert the blade in the hole marked "R. WALL POS". Turn the screwdriver until you move the right side wall as close to the right edge of your TV screen as possible yet remaining completely visible.
2. Goal Opening Position—Insert the screwdriver until the goal openings in the right and left walls are centered from top to bottom on your TV screen.
3. Right Fixed Player—Insert the screwdriver in the hole marked "R. FIXED PLAYER HORIZ POS". Turn the screwdriver until you move the Right Fixed Player approximately its width left of the Right Side Wall. You may have to turn the screwdriver and the Right Vertical Control (top of Master Control Center) to make the Player appear on the screen.
4. Left Fixed Player—Adjust the CENTER Control until the Left Side Wall is as close to the left edge of the screen as possible and still completely visible. Now adjust the "L. FIXED PLAYER HORIZ POS" Control until the Left Fixed Player is approximately its width to the right of the Left Side Wall. If the Left Fixed Player is not visible turn the Left Vertical control located on the top of the Master Control Center.
5. Replace the cabinet bottom with the Grille covering the SOUND switch and make sure the GAME CORD is in the cabinet slots.
6. Your Odyssey is now customized to your TV.


SMASH
TENNIS
HOCKEY
GAME SWITCH
CENTER
SPEED
PLAYER/ RESET SWITCH
2 PLAYER
4 PLAYER
RIGHT PLAYER CONTROLS
VERTICAL
HORIZONTAL
BALL (ENGLISH)
LEFT PLAYER CONTROLS
BALL (ENGLISH)
HORIZONTAL
VERTICAL
OFF ON
POWER SWITCH



the player control knobs

VERTICAL CONTROL

The Vertical Control will always move a player up or down. Turning the knob to the right will move the player up, and turning the knob to the left will move the player down. When playing with four players the right and left fixed players will move at a slower pace than the other players.

HORIZONTAL CONTROL

The Horizontal Control will always move a player to the left or right. Turning the knob to the right will move the player to the right, and turning the knob to the left will move the player to the left. The right or left fixed players will not be affected by this control.

BALL (ENGLISH) CONTROL

The Ball Control directs the path of the ball across the TV Screen. When the ball is traveling from left to right in the Tennis Game, only the Ball Control on the left side of the ODYSSEY Master Control Center will affect the Ball. When the ball is traveling from the right to the left, only the Ball Control on the right side of the ODYSSEY Master Control Center will affect the Ball. During play you should generally keep the Ball Control near its center position and then turn it quickly to deceive and outwit your opponent. When playing either Smash or Hockey, the last player to touch the ball maintains ball control until the opponent touches it regardless of the direction the ball is traveling.

SMASH

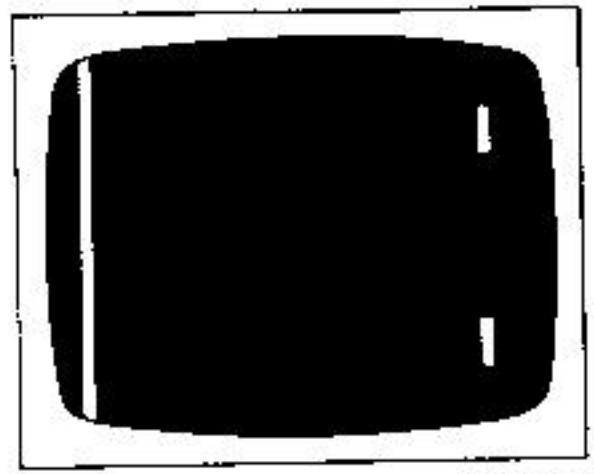
The combined furious action of both Handball and Jai-alai create the exciting Odyssey Smash game. Due to the speed of play the game is available in two player form only.

OBJECTIVE

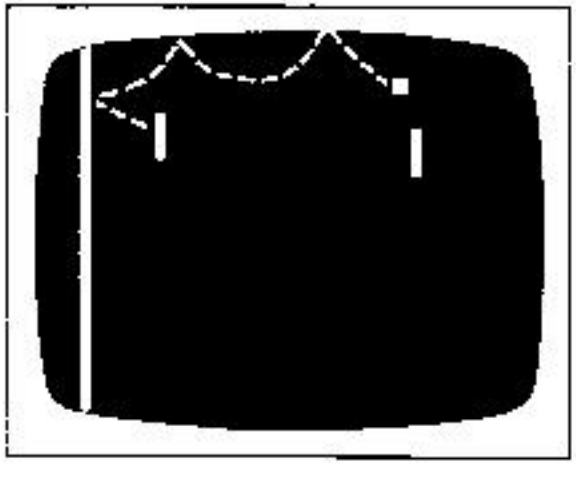
The objective of Smash is for each contestant to control their player so it is the last to touch the ball before it leaves the field of play. The first contestant to score 20 points is the winner.

SET UP

1. Set the GAME Switch to the top position.
2. The PLAYER/RESET Switch may be set to either 2 player or 4 player, but only two players will appear. This Switch is also used for resetting the on-screen score to 0-0 by changing the Switch from 2 player to 4 player or vice-versa.
3. Adjust the Center Control to position the playing wall as close to the left edge of the screen as possible.
4. Move the players so they are positioned over each other near the right side of the screen. The right player should occupy the upper position (right side of the court).
5. Adjust the Speed Control to an agreeable speed for the ball- the faster, the more furious the action!



PROPER SMASH DISPLAY



TOP BALL REBOUND

PLAY

The ball is automatically brought into play by the AUTOMATIC SERVE from either side of the screen. One player will have ball control until his opponent touches it. The ball control then goes to the opponent. The last player to touch the ball before it leaves the screen will not have ball control during the next serve.

STRATEGY

Remember that the ball will rebound off the playing wall strongly and ricochet off the invisible top and bottom rebound walls. Both contestants should keep their left hand on the Ball Control for maximum advantage in trying to sneak the ball around their opponent and into the back court to score. A fine tactic is to run in front of your opponent as he hits the ball toward the wall-for once the ball hits your player, even on the back, you gain ball control and the potential to score.

SCORING

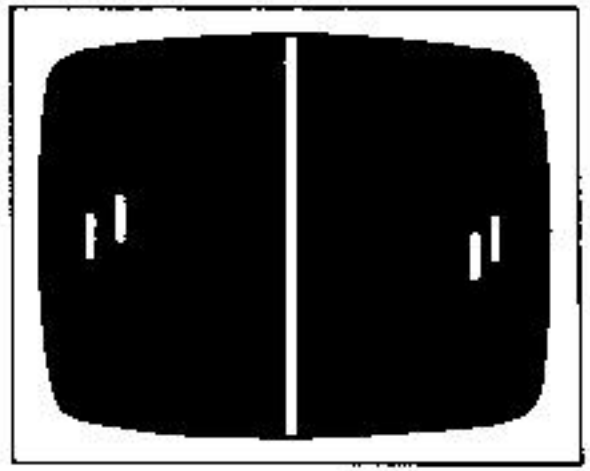
Each time the ball goes into the backcourt (off screen to the right) the last player to touch it receives a point. The score will be displayed on the screen each time a point is scored. The number on the right side of the screen is the right player score and the number on the left is the left player score. The score will remain on the screen a short time and then disappear. The first contestant to achieve 20 points is the winner and a "W" will be displayed on his side of the screen. Before starting a new game reset the score to read 0-0 by sliding the PLAYER/RESET Switch to the other position.

TENNIS

Choose teams and play your own electronic Tennis tournament right in the comfort of your home. Your Odyssey Electronic **TENNIS** is a challenging game that will provide hours of fun for the entire family.

OBJECTIVE

The objective of TENNIS is for each of the two contestants to skillfully defend their court and drive the ball past their opponents player(s). The first contestant to reach 20 points wins.



PROPER TENNIS DISPLAY

SET UP

1. Set the GAME Switch to the middle position.
2. Place the PLAYER/RESET Switch in the 2 player position to play singles or in the 4 player position to play doubles.
3. Adjust the Center Control so the white vertical line is in the middle of the screen.
4. Make certain the player controlled by the Player Controls on the right side of the Odyssey Master Control Center is in the right court and the player controlled by the left set of Player Controls is in the left court.
5. Adjust the Speed Control to an agreeable speed for the ball.

PLAY

The ball is automatically brought into play by the AUTOMATIC SERVE from either side of the screen. If necessary, reset the score on the screen to 0-0 with the PLAYER/RESET Switch and return it to the previously selected position. The game has now begun.

STRATEGY

A player will have ball control if it is served from his court and while it travels toward his opponent. Both contestants should always keep their left hand on the Ball Control for maximum advantage in outwitting his opponent. Also, don't forget, there are invisible rebound walls at top and bottom of the TV screen; ricochet the ball off of these walls to keep your opponent guessing where he should be positioned to make the return.

SCORING

Each time a player successfully maneuvers the ball off the TV screen past his opponent, that player receives a point, which is scored automatically on the screen. The score will remain on the screen a short time and then disappear. The first contestant to achieve 20 points is the winner and a "W" will be displayed on his side of the screen. Before starting a new game reset the score to read 0-0 by sliding the PLAYER/RESET Switch to the other position and return it to the previously selected position.

HOCKEY

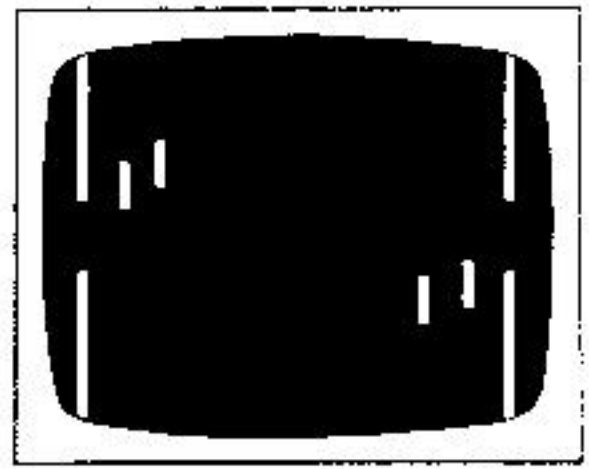
The action and excitement of the Odyssey Electronic Hockey Game will quickly get your blood heated as you race across the ice to make the "slap" shot into your opponents goal and score.

OBJECTIVE

The objective of Hockey is for each contestant to skillfully defend his goal while trying to maneuver the puck into his opponents net. The first contestant to score 20 points wins the period. You must win two out of three periods to win the game.

SET UP

1. Set the GAME Switch to the bottom position.
2. Place the PLAYER/RESET Switch in either the 2 player or 4 player position.
3. Adjust the Center Control to position the white line on the left side of the TV screen as close to the edge as possible.
4. Make certain the player(s) controlled by the Player Controls on the right side of the Odyssey Master Control Center is in the right half of the screen and the player(s) controlled by the left Player Controls is in the left half of the screen.
5. Adjust the Speed Control to an agreeable speed for the puck. In this game a slower speed is recommended since the puck stays in almost constant motion.

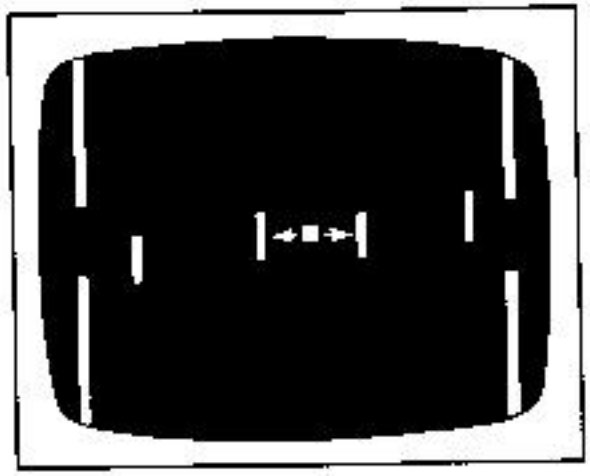


PROPER HOCKEY DISPLAY

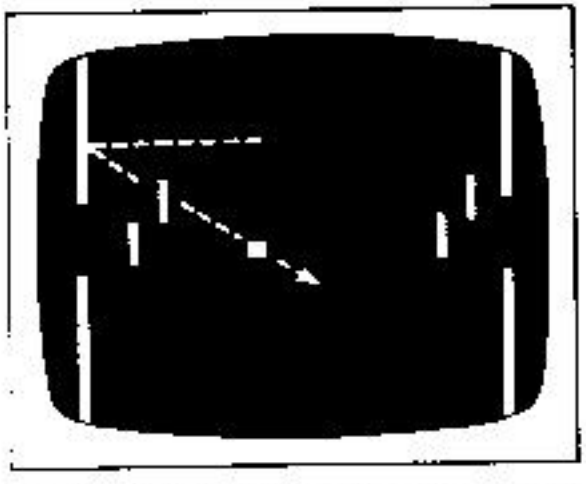
PLAY

The puck is automatically brought into play by the AUTOMATIC SERVE from either side of the screen. If necessary reset the score to 0-0 with the PLAYER/RESET Switch and return it to the previously selected position. The game has now begun.

If a more realistic start for Hockey is desired, trap the puck between the two players at center of the screen. Keep the puck trapped until it has hit the players at least twice. Both contestants should then turn their Ball Control rapidly until the puck moves around one of the players.



OPTIONAL CENTER ICE FACE OFF



PUCK RETURNING THROUGH PLAYER(S)

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STRATEGY

Keep your left hand on the Ball Control at all times and use your right hand to operate the Vertical and Horizontal Controls. This will allow you to constantly maintain control of the puck while defending your goal or moving down ice to keep the action confined to your opponents side of the ice. Don't forget to use the Top and Bottom Ball Rebound to keep your opponent guessing.

SCORING

One point is scored each time a player is successful in driving the puck through his opponents' goal. The score will be displayed on the screen for a short time and then disappear. The first contestant to achieve 20 points wins the period and a "W" will be displayed on his side of the screen. To win the Hockey Game, a contestant must win 2 out of 3 periods. Before starting a new period remember to reset the score to 0-0 by sliding the PLAYER/RESET Switch to the other position and return it to the previously selected position.

performance check list

Should your ODYSSEY System appear to be malfunctioning, this Performance Check List will help you determine if service is actually required.

1. If you do not get a player image on your television screen when the Power Switch is ON . . .
   A. Check to see that the slide on the ANTENNA-GAME SWITCH is in the "Game" position and that the Antenna-Game Switch has been properly installed.
   B. Check to see that the Game Cord is plugged into the Antenna-Game Switch.
   C. Rotate the HORIZONTAL AND VERTICAL CONTROLS on both sets of Player Controls. If the player images do not appear on the screen, continue with the check list.
   D. Check to see that the Channel Selector on your television is set to the proper channel, as indicated by the Channel Switch in your Master Control Center.
   E. Check the batteries in your Master Control Center to see that they are properly installed. Also, if your game has been in operation for sometime, the batteries may be weak and should be replaced.

2. If the display on your television screen is distorted or scrambled, then the problem may be an adjustment of the television controls . . .
   A. Check to be sure you are on the proper channel for game operation.
   B. Switch the television to a known operating local station and the Antenna-Game Switch to the TV position. Adjust the television controls to obtain a normal picture.
   C. If a normal picture is obtained, switch back to the Game position and set your television to the proper channel on which ODYSSEY is used. Adjust the VHF Fine Tuning on the television. If the picture is rolling or tears, follow the steps outlined in the "Adjusting Your Television and Odyssey" section of this book.